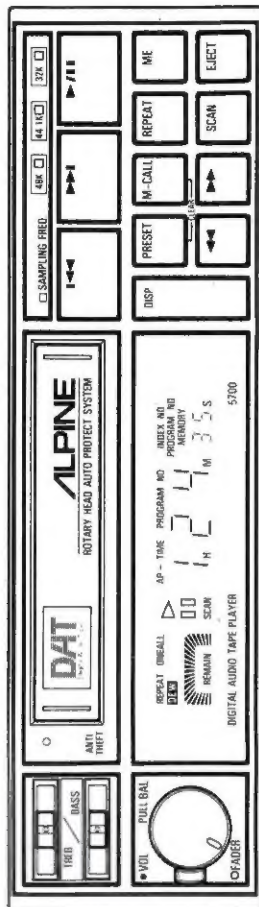


ALPINE

OWNER'S MANUAL



DAI
Digital Audio Tape

**DIGITAL
AUDIO
TAPE DECK**

5700

SERIAL NUMBER: _____
 INSTALLATION DATE: _____
 INSTALLATION TECHNICIAN: _____
 WHERE PURCHASED: _____

ALPINE ELECTRONICS INC.
 Tokyo Office: 1-1-8 Nishi Gotanda,
 Shinagawa-ku, Tokyo, Japan 141
 Phone 03-494-1101

ALPINE ELECTRONICS OF AMERICA, INC.
 19145 Gramercy Place,
 Torrance, California 90501
 Phone 213-326-8000

ALPINE ELECTRONICS OF CANADA, INC.
 605 Alden RD. Markham,
 Ontario L3R 3L5 Canada
 Phone 416-475-7280 Telex 06-986789

ALPINE ELECTRONICS GmbH
 Münsterstr. 330 D-4000 Düsseldorf,
 F.R. Germany
 Tel. 0211-626806 Telex 8588 296 ALPI D

Printed in Japan

68P93881F53-A

INTRODUCTION

The ALPINE 5700 is a high performance DAT (digital audio tape) player designed for use in the mobile environment. It enables you to enjoy digital audio of wide dynamic range, excellent channel separation, and clear sound while you are driving. In addition, the ALPINE 5700 comes with an array of convenient and easy-to-operate features. Please read this manual thoroughly to familiarize yourself with each control and function.

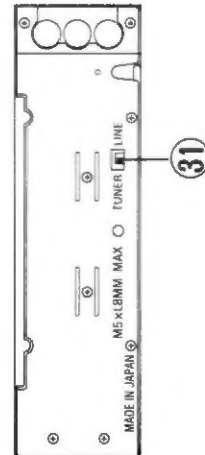
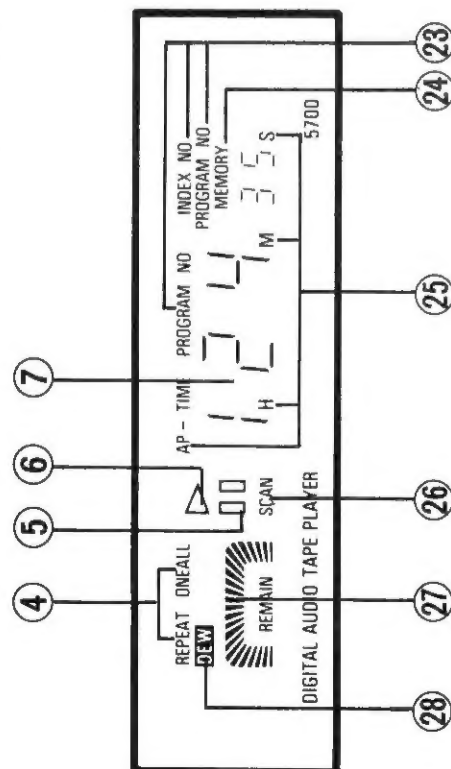
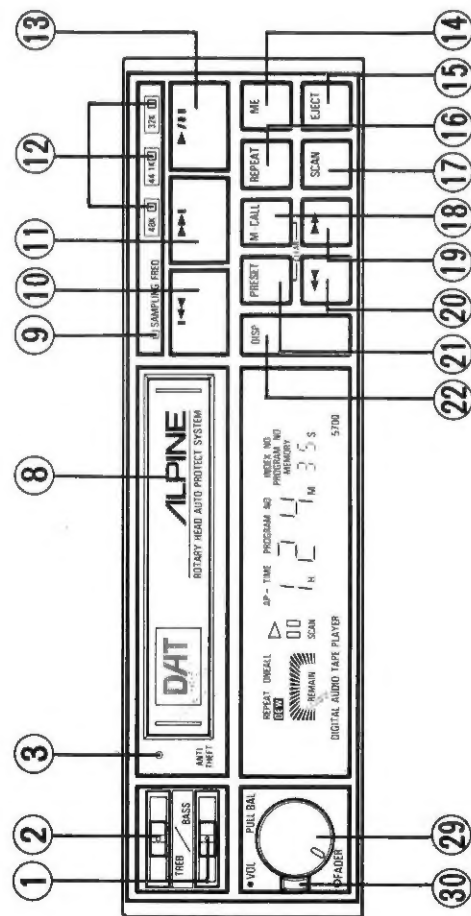
CONTENTS

INTRODUCTION.....	2
FEATURES.....	3
CONTROLS AND INDICATORS.....	4, 5
OPERATION.....	
BASIC OPERATION.....	6 — 9
DAT OPERATION.....	10 — 17
INSTALLATION.....	18, 19
CONNECTIONS.....	20 — 22
PRECAUTIONS.....	23
SYSTEM CHART.....	24, 25
SPECIFICATIONS.....	26

FEATURES

- **Rotary Head DAT System**
- **Power Loading**
- **Music Sensor**
It allows you to skip up to the beginning of the next program or down to the beginning of the current program. Continuous pressing of the button will allow you to skip successive programs.
- **Repeat One/All**
This permits you to repeatedly play back one section between the start IDs on the DAT you want to listen to or all the programs recorded on the DAT.
- **Digital Filter**
Improves the sound quality greatly.
- **Scan Switch**
Scans to the beginning of the next program and plays back approx. 10 seconds before scanning ahead to the next program.
- **Remain Indicator**
This displays the amount of tape remaining. Each bar eliminated, represents 5 minutes of playback time.
- **Dew Indicator**
Lights up when dew is produced in the unit.
- **Key-Off Pause**
If the ignition is turned off while a DAT is playing, the tape disengages from the tape head, capstan, and pinch roller but the DAT remains in the tape compartment. When the ignition switch is turned on again, playback will begin from the point where it was left off.
- **Elapsed Time Indicator (A/P-TIME)**
Shows the absolute (A) time and program (P) time.
- **Preset Switch**
Up to 24 programs can be preset in memory for programmed play.
- **Display Switch**
Pressing this switch changes the 5 modes.
- **3 Sampling Frequencies**
Can play back tapes recorded at sampling frequency of 32kHz, 44.1kHz and 48kHz.
- **Anti-Theft Red LED**
Blinks continuously when the ignition is turned off.

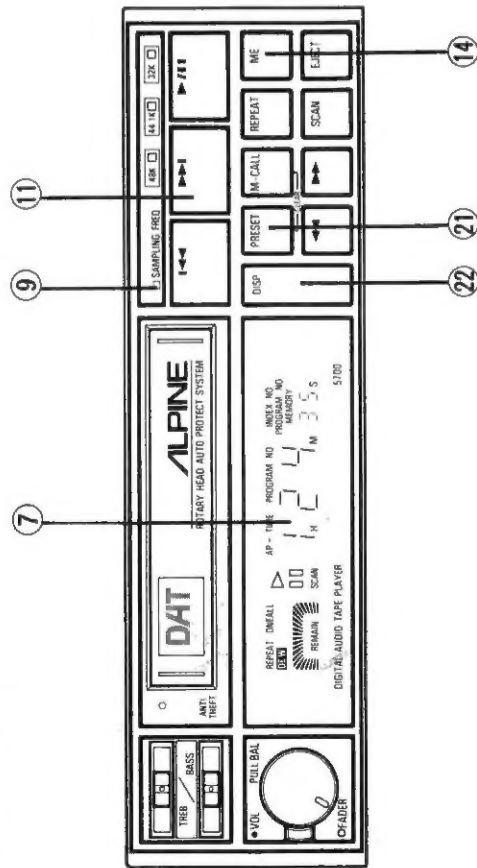
CONTROLS & INDICATORS



Listed below are all the Controls and their indicators. Please see OPERATION Section for explanations.

- ① BASS Control
- ② TREBLE Control (TREB)
- ③ ANTI THEFT LED
- ④ REPEAT ONE/ALL Indicator
- ⑤ PAUSE Indicator (II)
- ⑥ TAPE RUNNING Indicator (▶)
- ⑦ DIGITAL Display
- ⑧ DAT Slot
- ⑨ RESET Switch
- ⑩ MUSIC SENSOR DOWN Switch (◀)
- ⑪ MUSIC SENSOR UP Switch (▶)
- ⑫ SAMPLING FREQUENCY Indicators
- ⑬ PLAY/PAUSE Switch
- ⑭ MEMORY Switch (ME)
- ⑮ EJECT Switch
- ⑯ REPEAT Switch
- ⑰ SCAN Switch
- ⑱ MEMORY CALL (M-CALL) Switch
- ⑲ FAST FORWARD Switch (▶▶)
- ⑳ FAST REWIND Switch (◀◀)
- ㉑ PRESET Switch
- ㉒ Display (DISP) Switch
- ㉓ PROGRAM NO./INDEX NO. (Preset) Indicators
- ㉔ MEMORY Indicator
- ㉕ ELAPSED A/P-Time Indicators
- ㉖ SCAN Indicator
- ㉗ TAPE REMAIN Indicator
- ㉘ DEW Indicator
- ㉙ VOLUME Control/(Pull) BALANCE Control
- ㉚ FADER Control (FADER)
- ㉛ TUNER/LINE Switch

OPERATION



BASIC OPERATION

SYSTEM INITIATION

When operating for the very first time after installation or replacement of the car battery, press the RESET Switch ⑨ with a ball-point pen or other pointed object.

INITIAL CODE-IN PROCEDURES

After the initial installation, the following "Code-In" procedures must be followed before the unit will operate.

1. When the player is connected to the battery for the very first time and the ignition key is turned on, press the RESET switch ⑨ with a ball-point pen or similar tool. The indicator "CODE" will appear on the display ⑦.

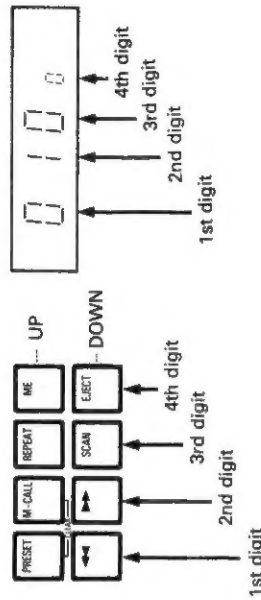


Note: If the unit is disconnected from the battery and reconnected again, the unit will indicate "CODE" on the display and require the same code-in procedures.

2. Press the Music Sensor Up ⑪ switch to activate the Code entry mode. Four zeroes (0000) will appear on the display ⑦.



3. Using the 8 illuminated switches (⑭ to ⑳) enter the access code "0100." The display ⑦ shows "0100."



4. Press the DISP switch ⑳. Now the unit will function. The display will be activated as soon as a tape is inserted.

CHANGING THE CODE

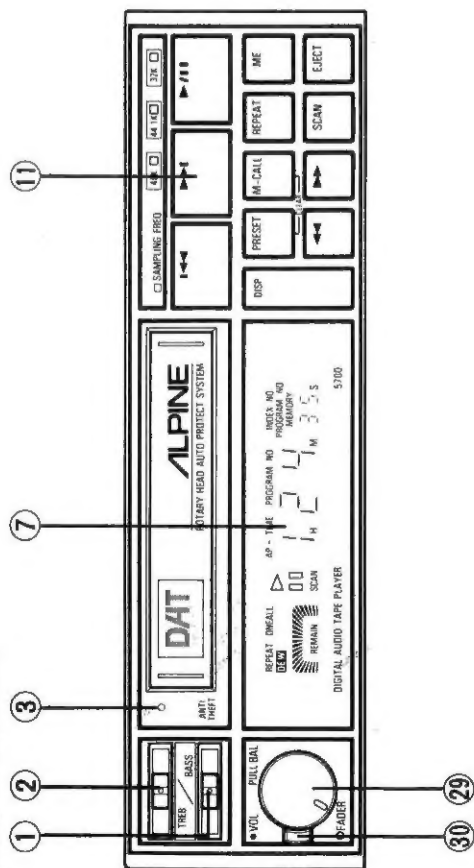
Once the unit has been powered up and its original code entered, the code can now be changed to any four digit code desired, as often as desired.

1. To initiate the code-out procedure, hold down the Music Sensor Up ⑪ switch for three seconds. The word "CODE" will appear in the display.
2. Press the Music Sensor Up ⑪ switch again, and four zeroes will appear in the display.
3. Enter the original factory code (or the previous code if it is already been changed), and press the DISP ⑳ switch.
4. "CODE" will reappear, flashing in the display. This indicates the unit is ready to accept a new code number.
5. Press the Music Sensor Up ⑪ switch and the four zeroes will appear again in the display.
6. Now enter your own personal four-digit code.
7. Press the DISP ⑳ switch again.
8. Your newly entered code will flash on the display momentarily, then "CODE" will appear again after about 3 seconds. This is for verification of the new code number.
9. Press the Music Sensor Up ⑪ switch again and re-enter your code number.
10. Press the DISP ⑳ switch again. Your code number is now fixed.

NOTE:

Each time the ignition is turned off, a red LED on the unit will flash continuously to warn passersby that the car is equipped with an anti-theft player. As a further theft deterrent, a warning sticker and a remote blinking LED are also included. An Anti-Theft Identification Card is provided with the unit to record your personalized access code. Please keep this card in a safe place.

BASIC OPERATION



IMPORTANT NOTICE: The user is given three chances to input the correct access code "0100". If after three times he fails to enter the correct access code, an error signal "E" will appear on the display ⑦ and the unit will be inoperable for one hour. After an hour, "CODE" will appear and you may again enter the correct access code.

For the one hour waiting period, DO NOT DISCONNECT THE UNIT FROM THE CAR'S BATTERY.

ANTI THEFT LED ③

This LED continuously flashes when the ignition switch is turned off.

VOLUME CONTROL ②⑨

Rotating the Volume Control ②⑨ clockwise continuously increases the volume. Rotating the control counter-clockwise will continuously decrease the volume.

BALANCE CONTROL ②⑩

Pull the Volume Control ②⑩ and rotate to balance between the left and right speakers.

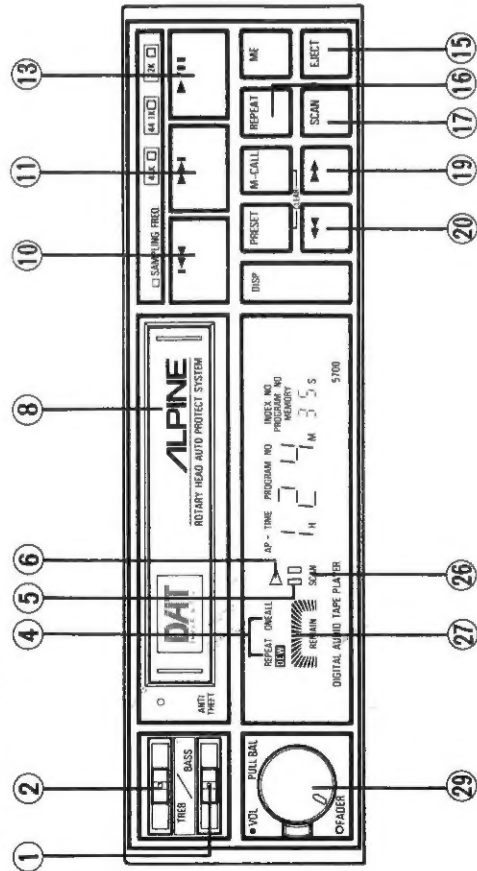
FADER CONTROL ③①

Rotate the Fader Control ③① for your desired front to rear volume balance.

Separate BASS and TREBLE CONTROLS ①, ②

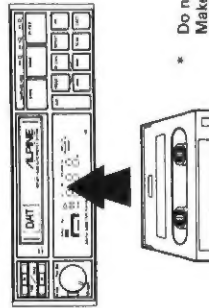
Slide these controls to the right to increase, and to the left to decrease the level of Bass or Treble.

DAT OPERATION



PLAYBACK

1. Insert a DAT into the slot ⑮ with its tape window side facing up and the spine label facing out.



2. The player will automatically begin playback. The tape moves only one way with the TAPE RUNNING indicator ⑥ lighting up (no reverse playback).
3. Adjust the VOLUME ⑲, BASS ①, TREBLE ②, and BALANCE ⑳ controls to suit your listening preference.
4. When the DAT-tape reaches the end, it will automatically rewind to the beginning, and the unit will then go into pause mode.
5. If the skip ID is recorded on the DAT and the player detects it, the player advances the DAT rapidly to the next start ID and begins playback from that point.
6. To discontinue the play back mode, push the EJECT ⑮ switch and remove the DAT or press the PLAY/PAUSE switch ⑬ to put the unit in the pause mode. The Pause Indicator ⑤ illuminates when the unit is set into the pause or stop mode.

PLAY/PAUSE ⑬

When the PLAY/PAUSE switch ⑬ is pressed while in the normal playback or memory playback mode, the player switches to the pause mode. To return to the normal playback or memory playback mode, press the PLAY/PAUSE switch again. If the unit remains in pause for over 5 minutes, the rotary head drum stops rotating and the tape-threading will be disengaged. In this case, the PAUSE indicator ⑤ remains illuminated.

FAST FORWARD and REWIND

Press the FAST FORWARD (▶▶) switch ⑩ to rapidly advance the tape. Press the REWIND (◀◀) switch ⑪ until it locks to rapidly rewind the tape. Press the PLAY/PAUSE switch ⑬ to cancel fast winding, and the unit will resume playback mode.

MUSIC SENSOR Switch

Press the MUSIC SENSOR switch (▶) ⑫ to skip to the beginning of the next program; (◀) ⑬ to rewind the tape to the beginning of the current program being played. This functions in both playback and pause modes.

SCAN

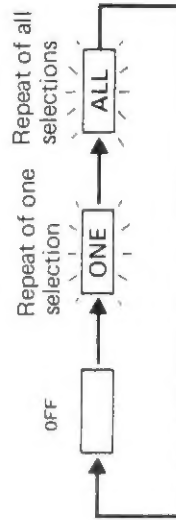
Press the SCAN switch ⑭ and the first 10 seconds of each program will be played. Pressing the switch again within 10 seconds advances the tape to the next program. SCAN indicator illuminates and the program No. indicator will blink during scan mode. To return to the normal playback mode, press the PLAY/PAUSE ⑬ switch

REPEAT

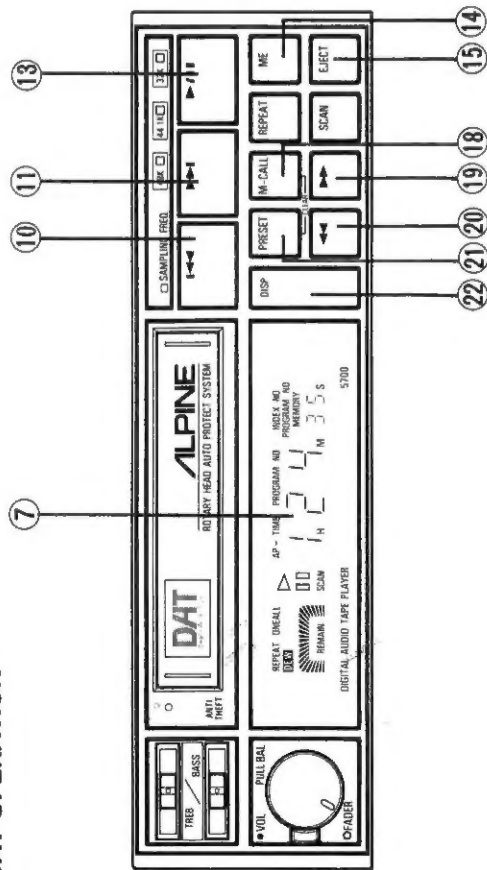
One pressing on the REPEAT Switch ⑯ selects "repeat one", second press selects "repeat all", and a third press deactivates function.

REPEAT ONE/ALL Indicator ④

The indicator "ONE" appears on the display when the player is repeatedly playing one section between the start IDs, and "ALL" appears when the unit is repeatedly playing all the programs recorded on the DAT.



DAT OPERATION

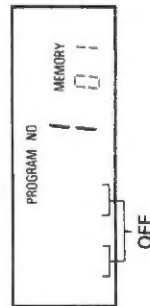


SETTING PROGRAMS IN MEMORY

- To preset programs, press ME (Memory) switch (14) to set the player into the Memory mode.

Note: The Memory mode can only be activated from Play and Pause modes.

- The display 7 indicates as shown below.



Complete the following procedures 3 and 4 within 5 seconds.

- Press the MUSIC SENSOR switch (8 or 9) and select desired program number to be preset. Pressing the switch each time advances the program number by one. If the switch is pressed continuously for over 2 seconds, the program number advances consecutively at a speed of 3 program numbers per second.

- When the desired program number is selected, press the PRESET switch (21). The program number is now set in memory.

- Repeat the above procedures to preset other programs up to 24.

- You can store a total of 24 programs in memory. If you attempt to memorize 25 or more programs, the indicator on the display 7 flashes to tell you that no more program can be set.
- When a new program is set according to the procedures above, the previous program on that memory will be erased.

CLEARING PRESET MEMORY

To clear the preset programs, press the PRESET switch (21) and M-CALL switch (18) simultaneously.

PRESET PLAYBACK

After pressing the M-CALL switch (18), press the PLAY/PAUSE switch (19), and the unit will change to the preset playback mode. The programs that have been preset into memory will then play back in order. If no programs have been preset, the unit will remain in normal playback mode. If a program number has been preset which is out of the range of the current tape's programs, that preset will be skipped during preset play. If the unit detects a skip ID, it will skip to the next memorized program.

After all preset programs have been played back, the unit will return to normal playback mode and go into pause.

If you press either the EJECT switch (15), the FAST FORWARD (16), or REWIND (17) switch, the preset playback mode will be cancelled.

MEMORY CALL (M-CALL) Switch (18)

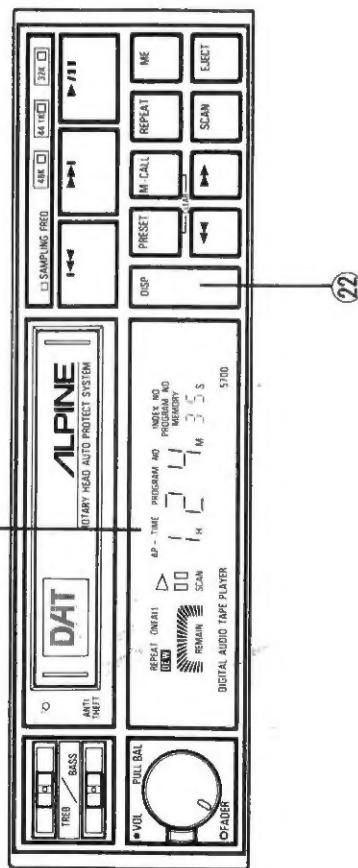
Press the MEMORY CALL switch (18) in the preset playback mode for selecting your desired program. Then press the PLAY/PAUSE switch (19), the unit will play from the selected program.

Tape REMAINING Indicator (27)

Indicates the relative amount of the tape remaining. The number of bars decreases from the right to left (one bar each 5 minutes) as shown below.



DAT OPERATION



● DISPLAY (DISP) Switch ⑦

Press this switch to change the 5 modes as described in the section "DISPLAY MODES".

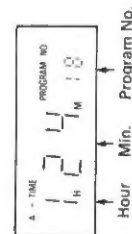
● DISPLAY MODES

There are 5 standard modes and 1 special mode as described below.

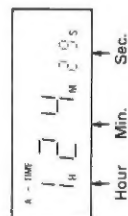
A-TIME means the elapsed time from the beginning of the digital audio tape and P-TIME means the elapsed time for the current program being played.

Note: Some D.A.T. Decks cannot record A-TIME on a tape. The 5700 does not show A-TIME on the display ⑦ of the tape recorded by such D.A.T. Decks.

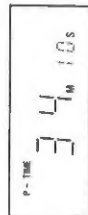
-Mode 1: Displays A-TIME and PROGRAM NO. as shown in the following example.



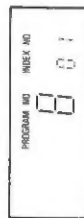
-Mode 2: Displays only A-TIME.



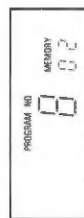
-Mode 3: Displays P-TIME and it will be cleared when the tape reaches next start ID.



-Mode 4: Displays PROGRAM NO. and INDEX NO.

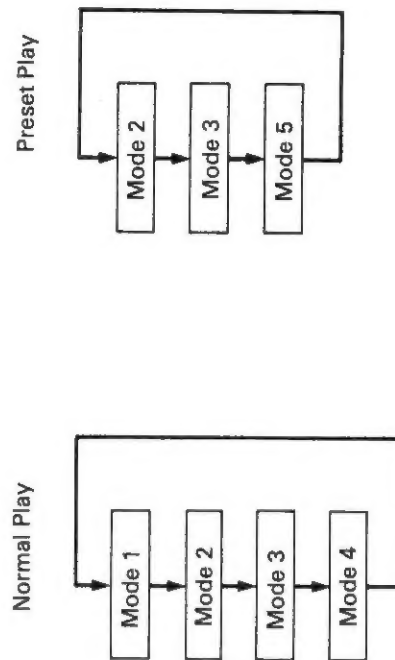


-Mode 5: Displays PROGRAM NO. and MEMORY NO.

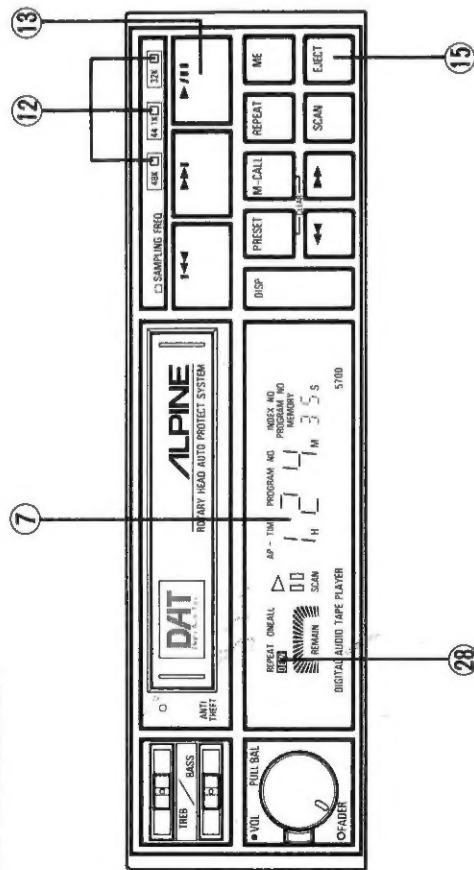


-Special Mode: Displays Anti-Theft "CODE" and ACCESS CODE NO.

The displays change in the following sequence when the DISP switch ⑦ is depressed.



DAT OPERATION



SAMPLING FREQUENCY Indicators ⑫

The player automatically detects and switches to the correct sampling frequency used in recording on the DAT, and indicates that frequency.

- 32kHz: Lights when playing back the DAT recorded in the 32kHz (16 bits) mode.
- 44.1kHz: Illuminates when playing back a commercially pre-recorded DAT in the 44.1kHz (16 bits) mode.
- 48kHz: Comes on when playing back a DAT recorded by a regular DAT recorder in the 48kHz (16 bits) mode.

DEW Indicator ⑬

Comes on when moisture condensation is produced inside the unit.

EEE INDICATOR

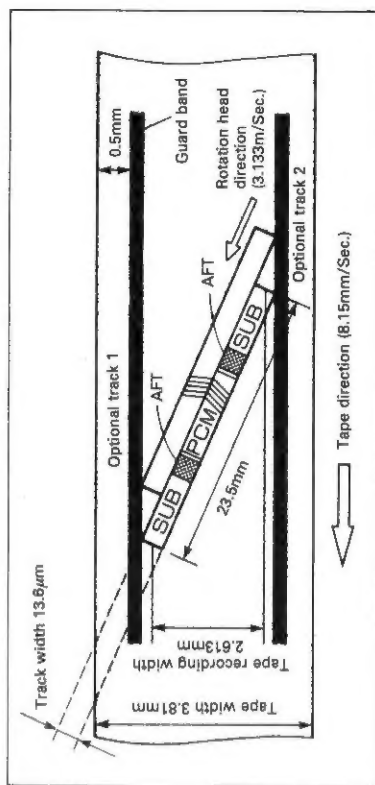
When the "EEE" indicator on the display ⑦ comes on and flashes, check to see if the tape loading was performed without a DAT inserted in the slot. If this is the case, **press the EJECT switch.**



If you are certain that a DAT was inserted and loaded properly, press the PLAY/PAUSE switch ⑬ and set the unit into the play mode. If the indicator ⑦ still remains flashing, **never** press the EJECT switch ⑮ as the DAT may receive irreparable damage; take the unit to the nearest service station for servicing.

DAT METHOD

The recording track is positioned on a slant on DAT as shown in the figure. The track is divided into three parts.



PCM (Pulse Code) Area:

Pulse Code of modulated sound signal is recorded on.

ATF (Auto Track Finding) Code Area:

Code for ATF function is recorded on.

SUB Code Area:

Several kinds of code are recorded on for convenient play functions with the 5700.

- Start ID Code
Denotes the beginning of a track for Music Search, skip functions etc.
- Skip ID Code
Locates at the end of a music for Auto skip functions.
- Program Number Code
Shows serial number of a music.
- Index Number Code
Shows serial number of a music part of one music which contains several parts such as movements of a symphony etc.
- Absolute Time Code
Denotes the elapsed time from the beginning of a D.A.T.
- Program Time Code
The each elapsed time from the beginning of a music.
- TOC
Shows content of recorded musics.

So Sub code area capacity of DAT is 4.6 times of compact disc, it will be applied to development of DAT function.

INSTALLATION

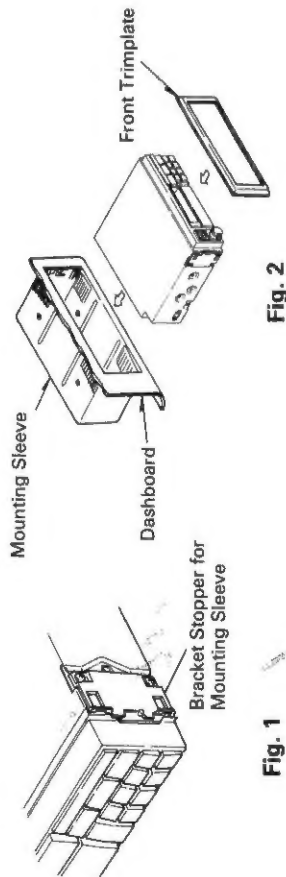


Fig. 1

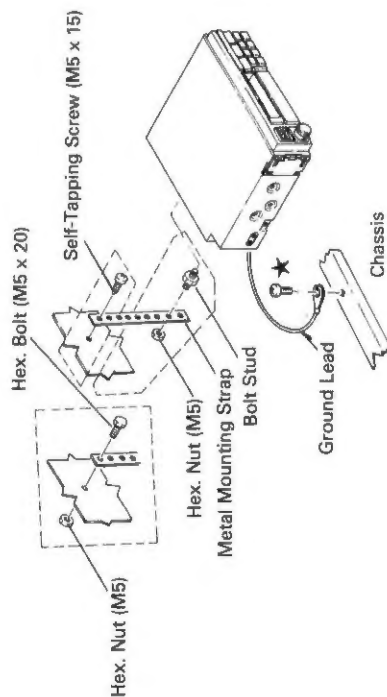


Fig. 2

1. The Bracket Stopper has already been mounted. (Fig. 1)
2. Slide the mounting sleeve into the dashboard. (Fig. 2)
3. Connect each input lead coming from an amplifier and an equalizer to the corresponding output lead coming from the left rear of the unit.
4. When the unit is in place, push the tip of the locking pins up to the horizontal position using a screwdriver. Now the unit is locked in.
5. Snap the front trimplate on around the front end of the unit.

NOTE: Secure the Ground lead of the unit to a clean metal spot using a screw (★) already attached to the car chassis.

● If the preceding steps were followed, your unit should be secure in place. If you wish to re-enforce the installation, use the Metal Mounting Strap supplied and follow the procedures as shown in Fig. 3.

● To remove your unit, first remove the front trimplate. (Lift the top part carefully with a flat screwdriver for easy removal.) Insert the pair of keys provided into the grooves on each side of the unit all the way and pull the unit out. (Fig. 4)

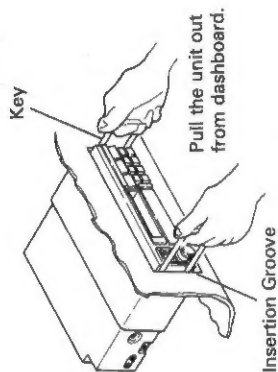


Fig. 4

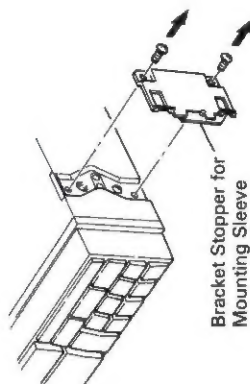


Fig. 5

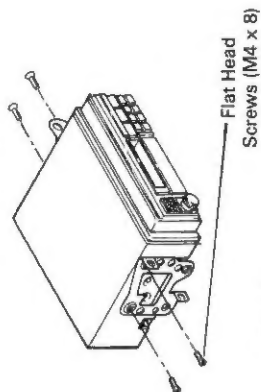


Fig. 6

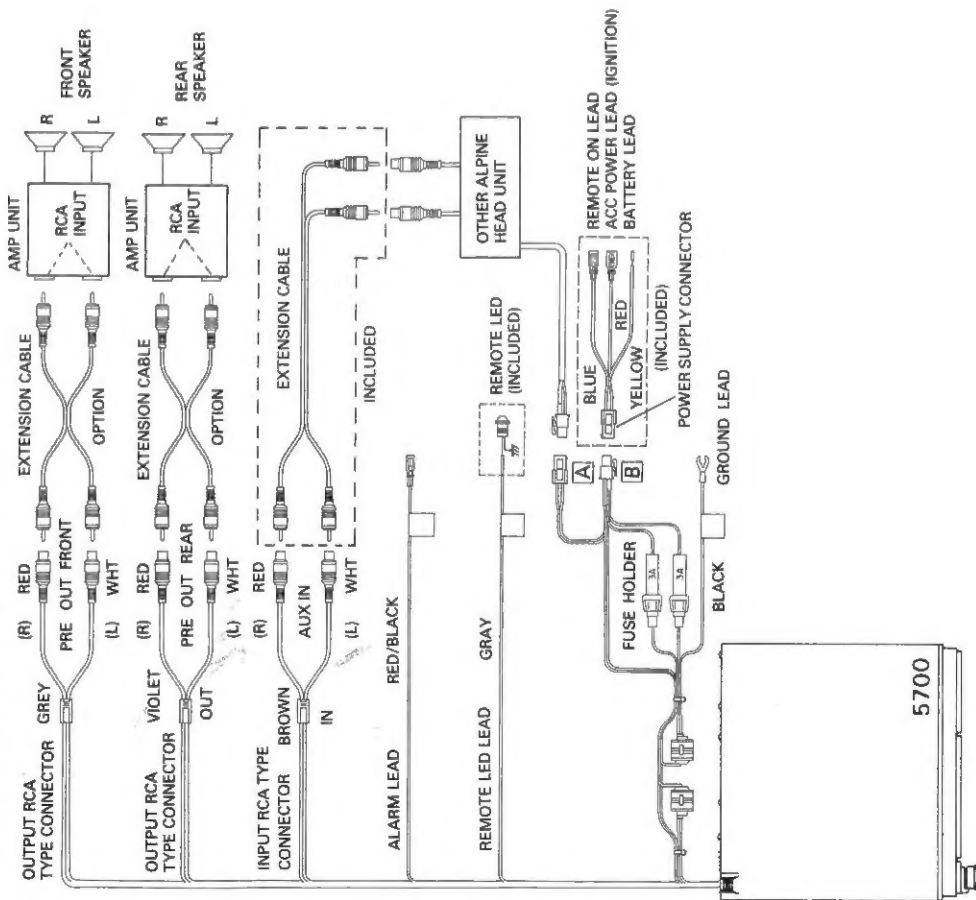
- * For installation of your Alpine unit in a Toyota that has a factory installed 180mm wide full front radio, utilize the bracket attached to the factory radio.
1. Remove Bracket Stopper plate for mounting sleeve. (Fig. 5)
 2. Remove the bracket from the factory installed radio, and install it on the unit using the screws (M4 x 8) supplied as shown in Fig. 6.

Note: With this installation in a Toyota, Bracket Stopper supplied with the unit is not needed.

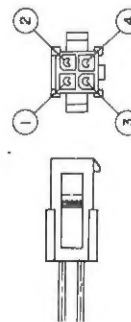
IMPORTANT

Please record the serial number of your unit in the space provided on the back cover of this manual and keep it as a permanent record. The serial number plate is located on the bottom of the unit.

CONNECTIONS

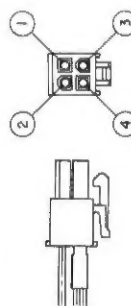


[A] AUX. POWER CONNECTOR



1	IN REMOTE
2	OUT PAUSE
3	BATTERY
4	IGNITION

[B] MAIN POWER CONNECTOR



1	REMOTE ON
2	IN PAUSE
3	BATTERY
4	IGNITION

This unit is designed for 12-volt DC negative ground operation. Check to be sure that your vehicle has this type of system before connecting the power cables.

● OUTPUT RCA TYPE Connectors

RCA type connectors are for connecting to other Amp. unit etc. having RCA type input connector.

● INPUT RCA TYPE Connectors

RCA type connectors are for connecting to other head unit etc. having RCA type output connector.

● ALARM Lead

The alarm lead is for connection with Alpine 8007/8008 Alarm System (optional) that can be interfaced with your Alpine head unit.

● REMOTE LED (INCLUDED)/REMOTE LED Lead

Use a connection fitting for the remote LED lead and connect the included remote LED. When the ignition-key is off, the LED flashes continuously to indicate that this player is equipped with an anti-theft system.

● GROUND Lead

This lead should be securely connected to a metal chassis of the vehicle.

● REMOTE ON Lead

If the unit is connected to your Amp unit with RCA jacks, connect the remote ON lead to the male connector of your Amp unit remote ON lead.

● ACC POWER Lead (Ignition)

This lead is for connection to the ignition switch (ACC terminal) in the vehicle's fuse box. Do not connect this cable directly to the positive (+) terminal of the battery as this unit draws a fair amount of current and the battery power may be depleted.

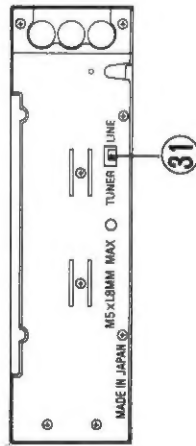
● BATTERY Lead

Connect this lead to the positive (+) terminal of the battery or another circuit that constantly supplies +12V power.

Note: If the battery power cable of the player is disconnected from the positive (+) terminal of the battery, the memory of programs will be erased. So keep the battery power cable always connected to the battery.

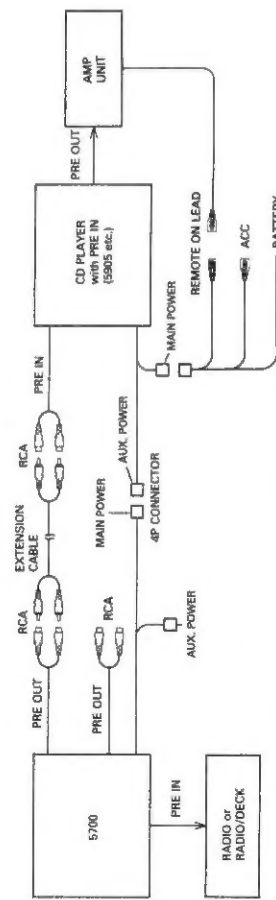
31 LINE/TUNER Switch

- Set the switch to the LINE position when a CD player is connected to the PRE-IN connector of this unit.
(Sound level of the CD player must be controlled by the volume control on the CD player.)
- Set the switch to the LINE position when a head unit is connected to the unit.
(Sound level of the head unit can be adjusted by the volume control on the head unit.)
- Place the switch to the TUNER position when a tuner is connected to the unit.
(Volume level can be adjusted by the volume control of the unit.)



NOTE:

Please make connection as shown below, if this unit is connected to a CD player with a Pre-in connector (5905, etc.).



If combined with an Alpine cassette radio with an independent Tuner Mode Select Switch, any playback mode can be selected simply by pressing the desired function switch on any unit: ie. CD, cassette or tuner, etc.

If combined with an Alpine cassette radio that does not have an independent Tuner Mode Select Switch, the 5700 goes into pause mode after AUTO REWIND or FAST FORWARD or REWIND functions are completed. To initiate DAT operation, you must press the PLAY/PAUSE switch again.

If you want to switch to the cassette or radio mode from the pause mode, you simply press the PLAY/PAUSE switch twice. The unit will then return to the mode in operation before DAT play began (ie. radio, cassette or CD).

PRECAUTIONS

- When replacing the fuse(s), the replacement must be of the same amperage (3A) as shown on the fuse holder. If the fuse(s) blows more than once, carefully check all electrical connections for shorted circuitry. Have your car's voltage regulator checked also. Do not attempt to repair the unit yourself; return the unit to your Alpine dealer or the nearest Alpine Service station for servicing.
- In order to ensure proper performance, be sure the temperature in your car is within the range of 14 degrees F (-10 degrees C) to 140 degrees F (60 degrees C) before turning your player on. Good air circulation is essential, especially in hot weather, to prevent internal heat build-up in the unit.
- Prevent any foreign objects from entering the slot opening as the precision mechanism and tape head may be damaged.
- To protect your digital audio tapes, store them in a cool place away from dust, dirt, and strong magnet sources such as electric motors and speakers.
- Check and make sure any slack in the tape is taken up before inserting the DAT into the player. A loose tape could cause damage to the player and the DAT itself. Tighten the DAT by inserting a pencil or a similar instrument into the spindle hole and turn until all the slack has been taken up.
- This player has been lubricated at the factory. Additional lubrication is not required.

HEAD CLEANING

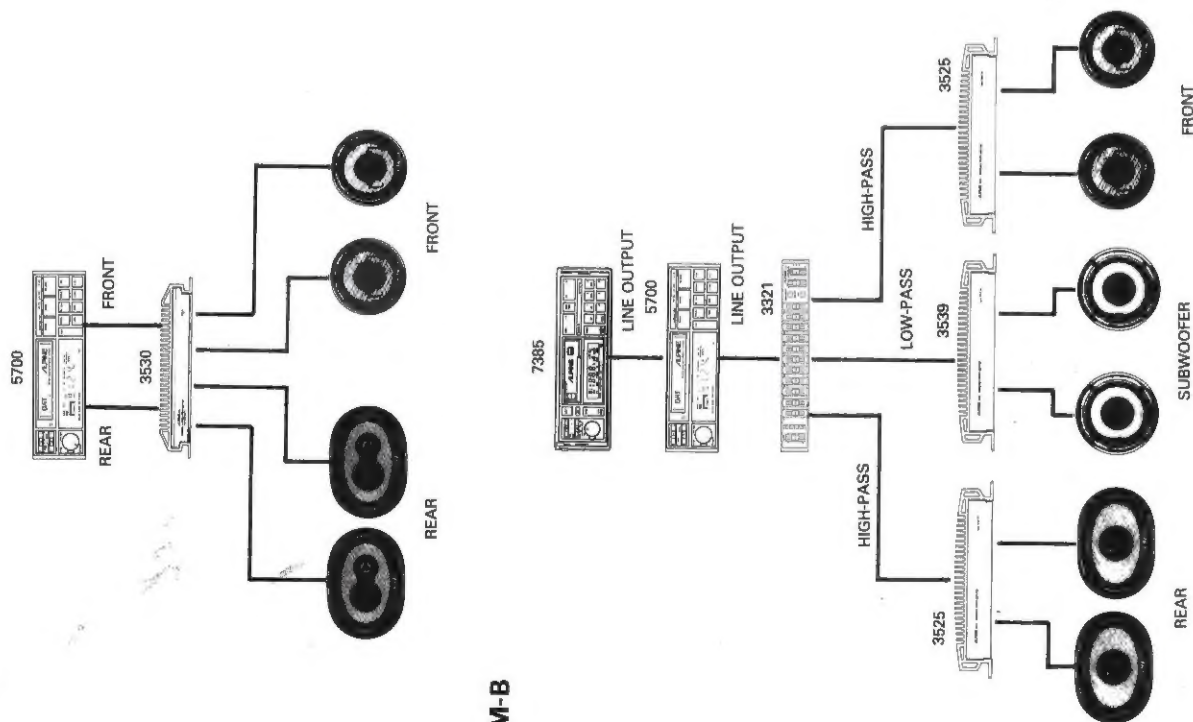
When playback sound begins to deteriorate, it is time to clean the playback head. Insert a special head cleaning tape into the tape-loading slot and allow it to run for a few minutes to remove any foreign matter.

Notes:

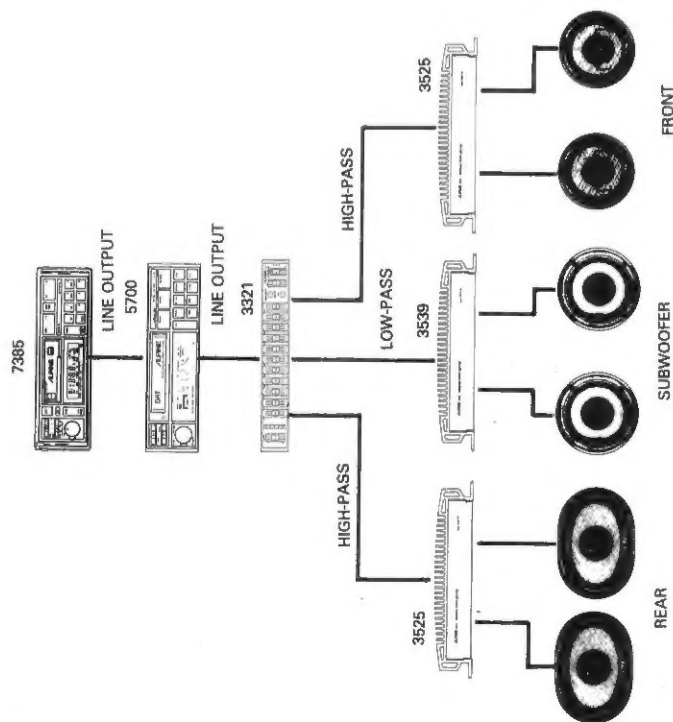
- During loading the head cleaning tape; Do not set the player in FF or REW mode. Do not leave the cleaning tape in the player with the mode set to pause.
- The player may eject the damaged head cleaning tape.

SYSTEM CHART

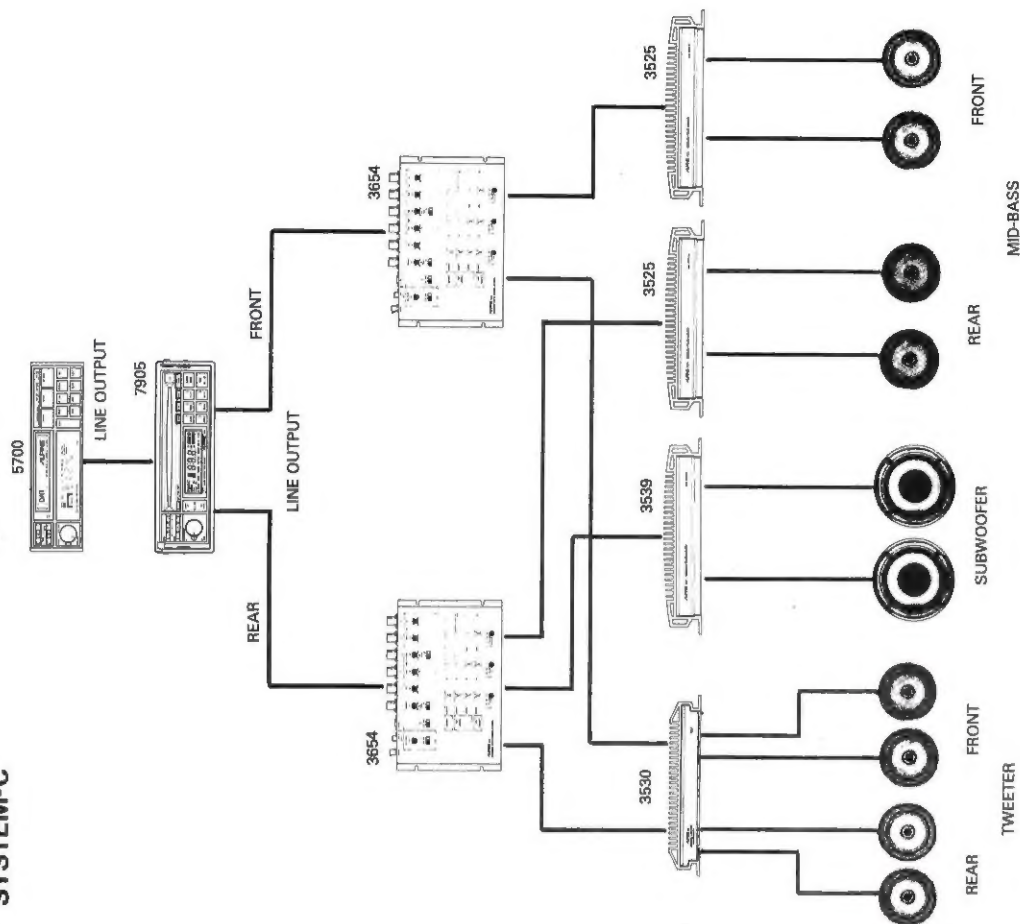
SYSTEM-A



SYSTEM-B



SYSTEM-C



SPECIFICATIONS

DAT PLAYER

Quantizing Bit Number	16-bit linear system
Channels	2-channels stereo
Frequency Response	5 — 22,000 Hz \pm 1.0 dB
Wow & Flutter	Below measurable limits
Total Harmonic Distortion	0.005% (at 1 kHz)
Dynamic Range	90 dB
Signal-to-Noise Ratio	90 dB (IHF A-weighted)
Channel Separation	More than 85 dB (at 1 kHz)

GENERAL

Power Requirement	14.4V DC (11 — 16V allowable)
Sampling Frequency	32/44.1/48 kHz
Output Voltage (at Volume Center)	500mV/10k ohms
Bass	\pm 12 dB at 100 Hz
Treble	\pm 12 dB at 10 kHz
Weight	1.8 Kg

CHASSIS SIZE

Width: 178mm (7"), Height: 50mm (2"), Depth: 150mm (5-7/8")

NOSEPIECE SIZE

Width: 171mm (6-3/4"), Height: 48mm (1-7/8"), Depth: 15mm (19/32")

NOTE: Due to product improvement, specifications and design are subject to change without notice.